



GRAPHICS AND OVERLAYS





GRAPHIC COLORS

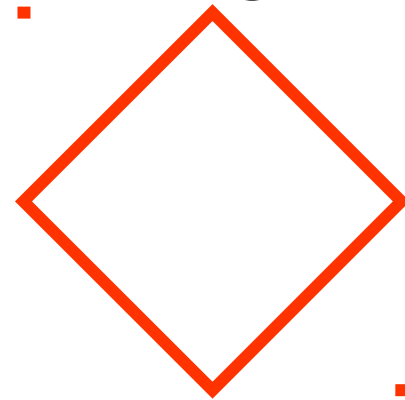


FRIENDLY UNITS



**FRIENDLY MANEUVER
GRAPHICS
ARE IN BLACK**

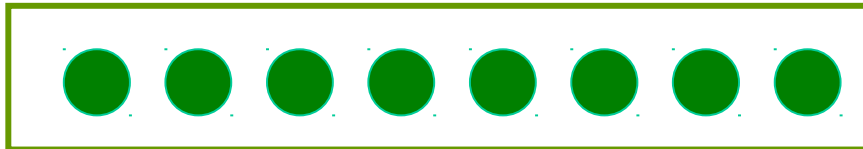
ENEMY UNITS



**ENEMY UNIT
GRAPHICS ARE
IN RED**

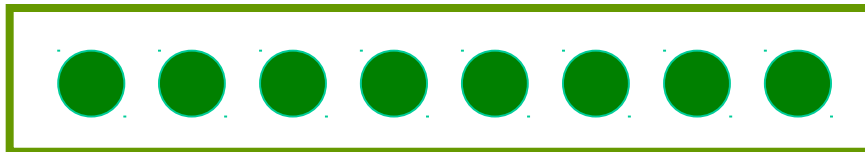


GRAPHIC COLORS (CONT)



ENY

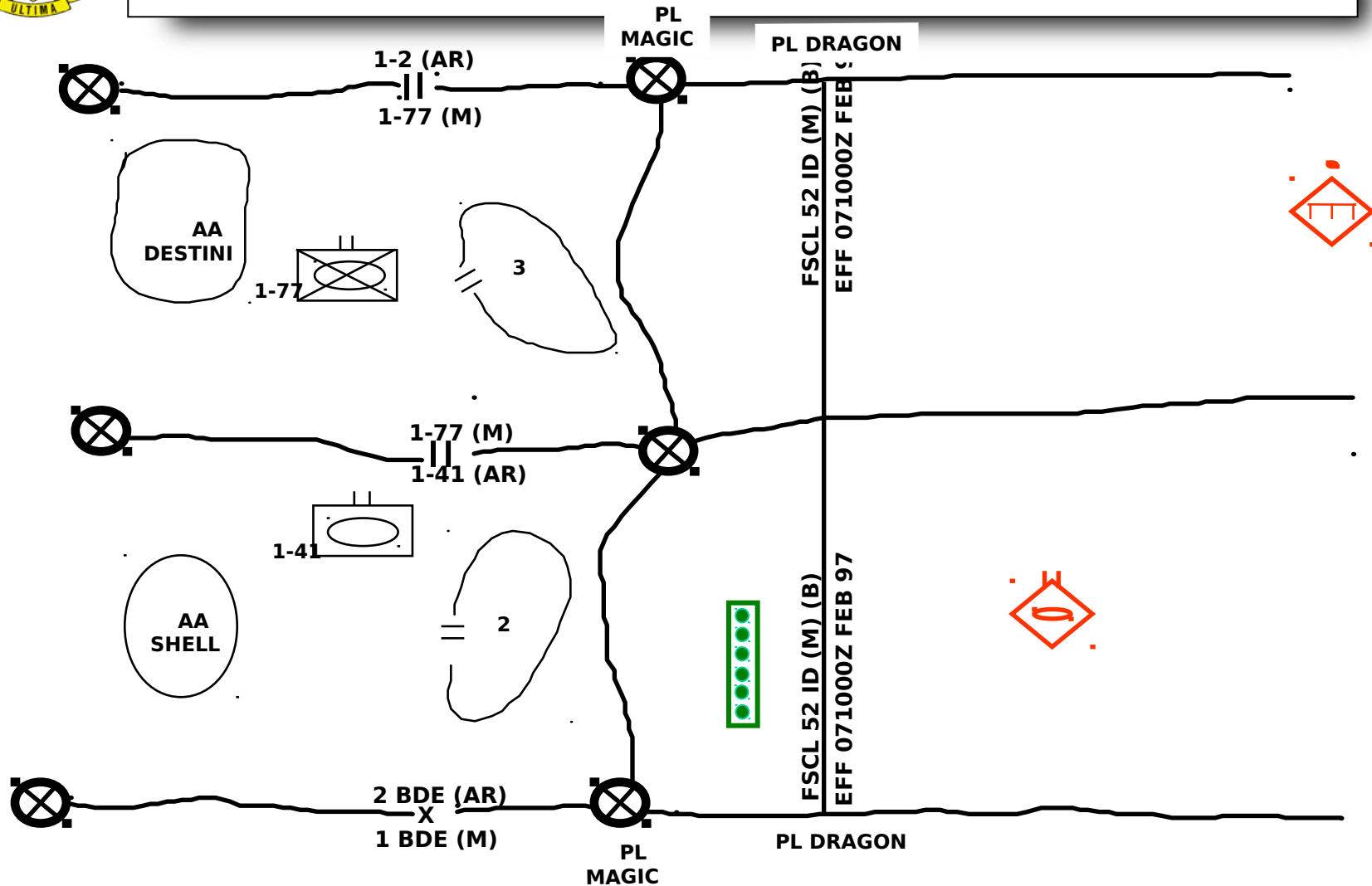
ENEMY OBSTACLES ARE GREEN AND REQUIRE THE TERM “ENY**” (IN GREEN) TO IDENTIFY THE OBSTACLE AS ENEMY**



FRIENDLY OBSTACLES ARE GREEN

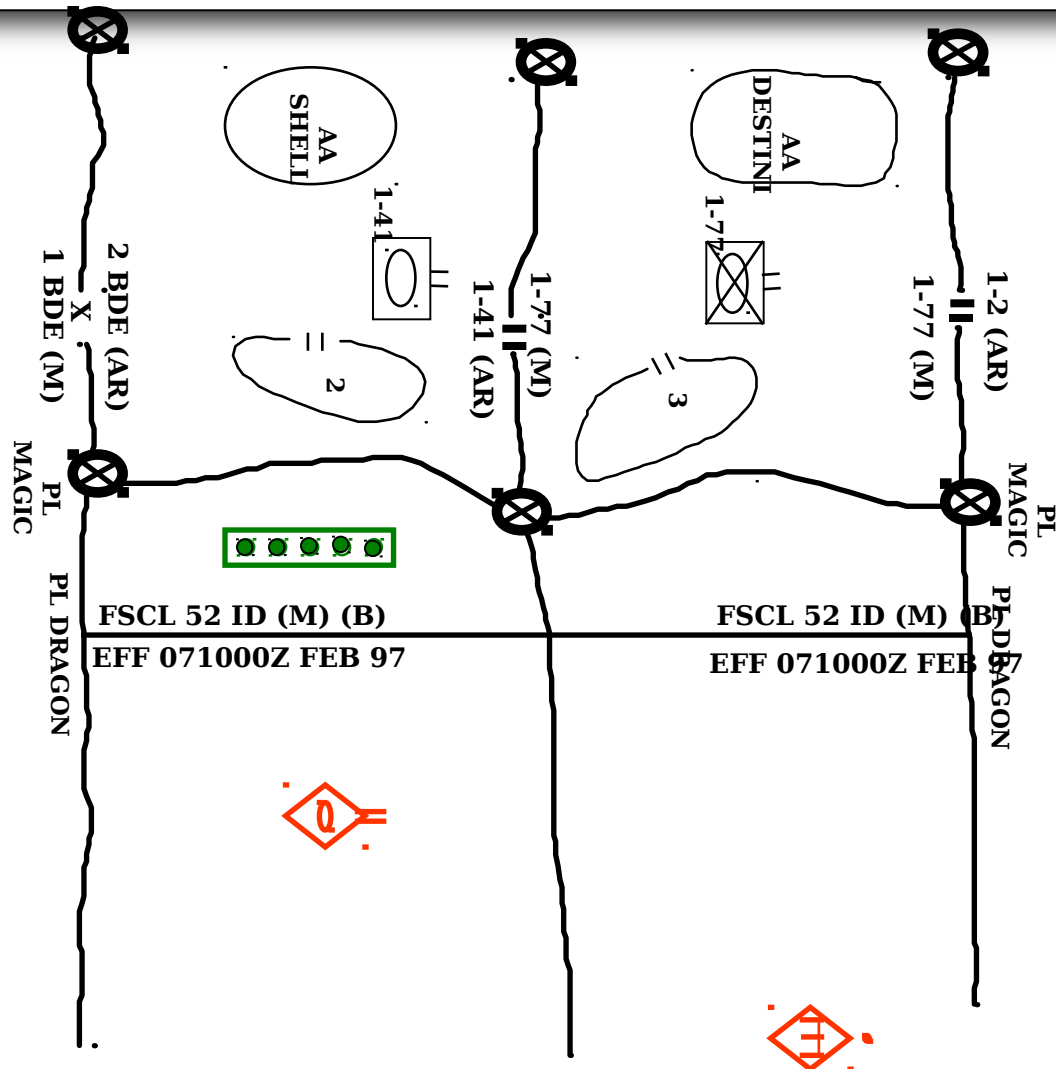


LABELING RULES



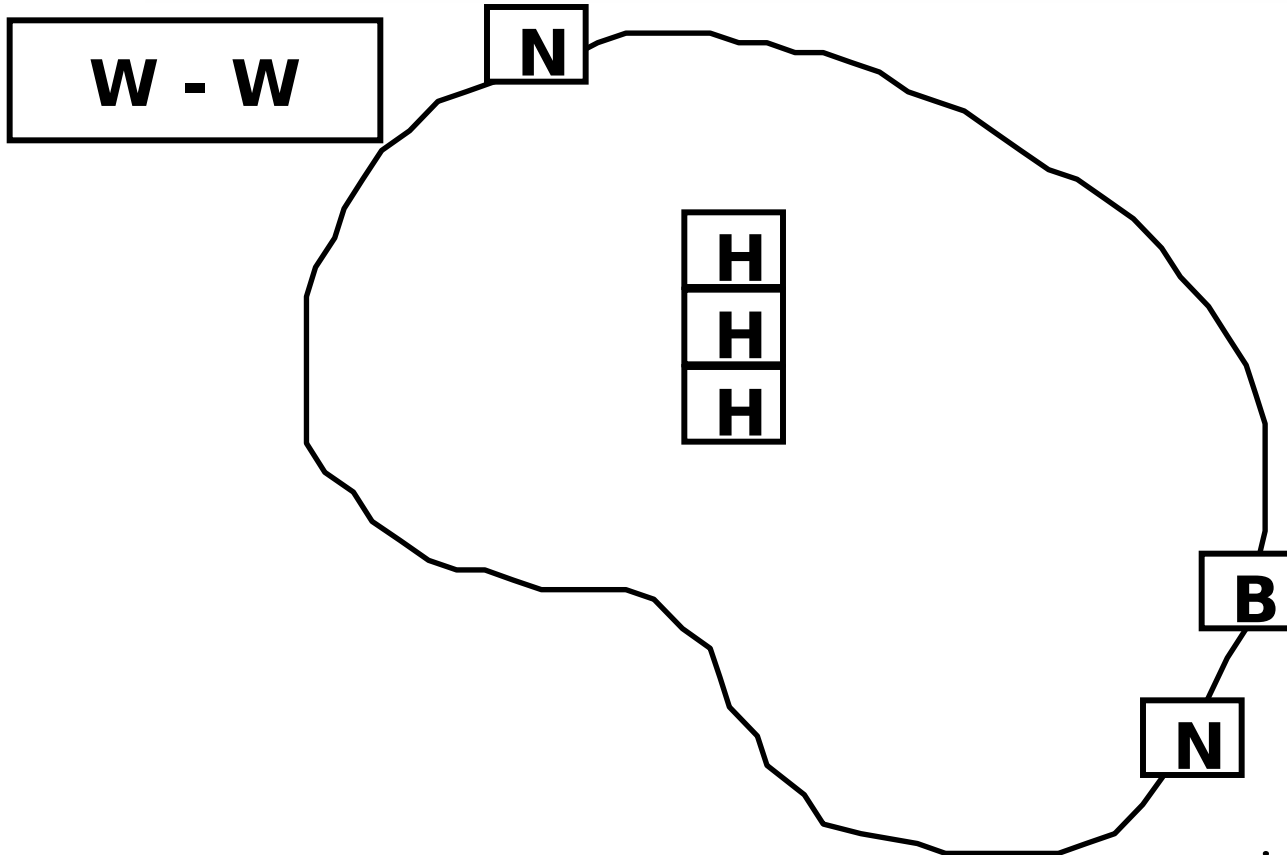


LABELING RULES (CONT)





AREAS

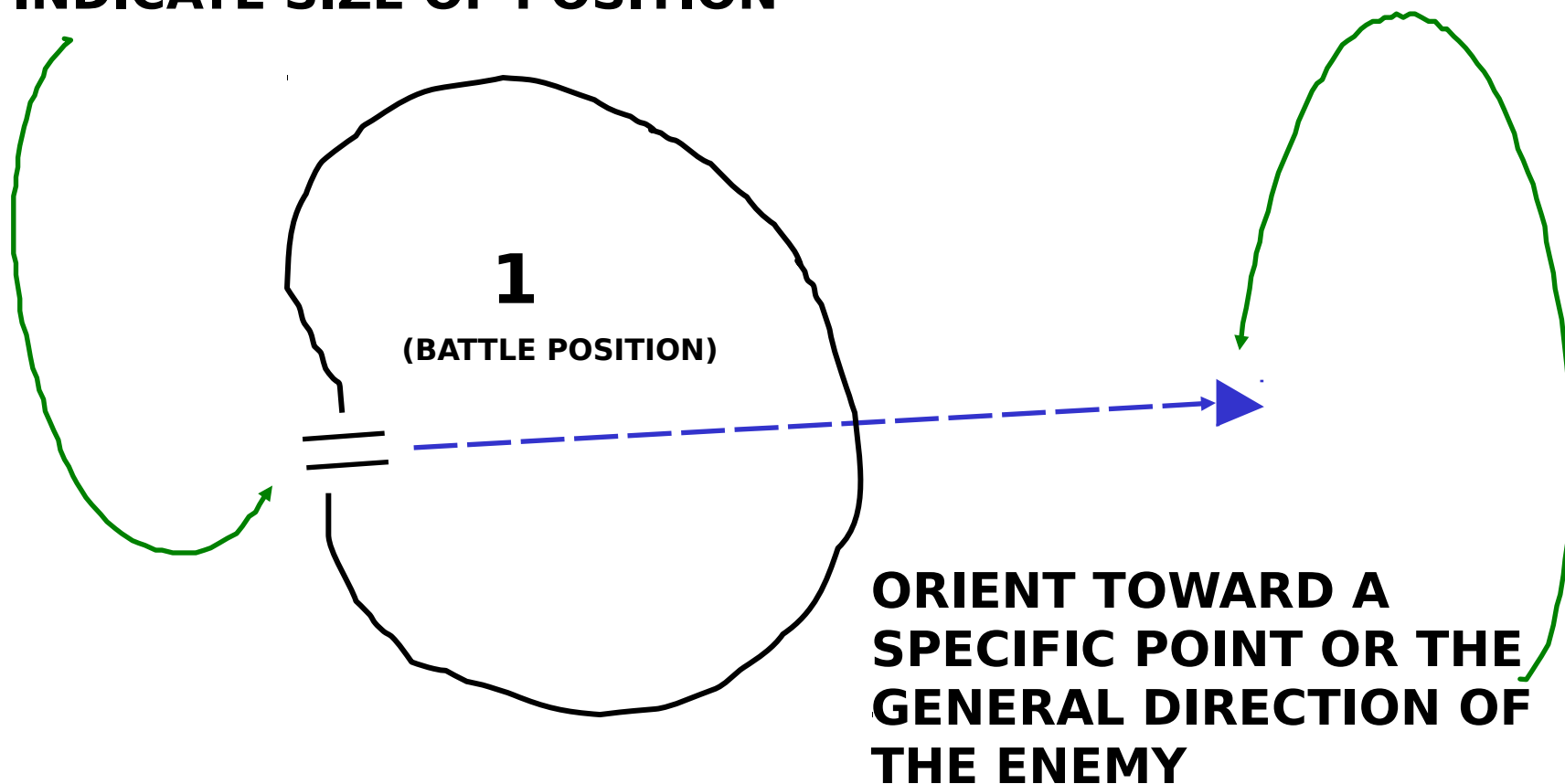




BATTLE POSITION

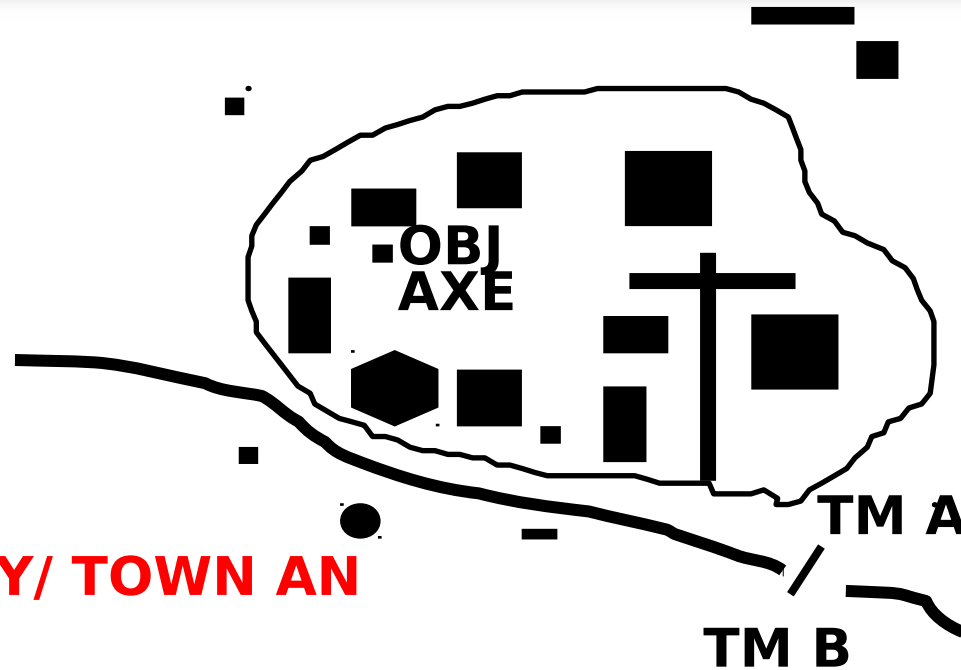


**WILL CONTAIN FIELD BRAVO
TO INDICATE SIZE OF POSITION**





AREA OBJECTIVE (TOWN)



**TO MAKE A CITY/ TOWN AN
OBJECTIVE,
ENCIRCLE THE ENTIRE CITY/ TOWN.
LEAVE OUT THOSE BUILDINGS THAT
APPEAR TO BE OUTSIDE THE
PRIMARY
CITY/ TOWN BOUNDARIES.**



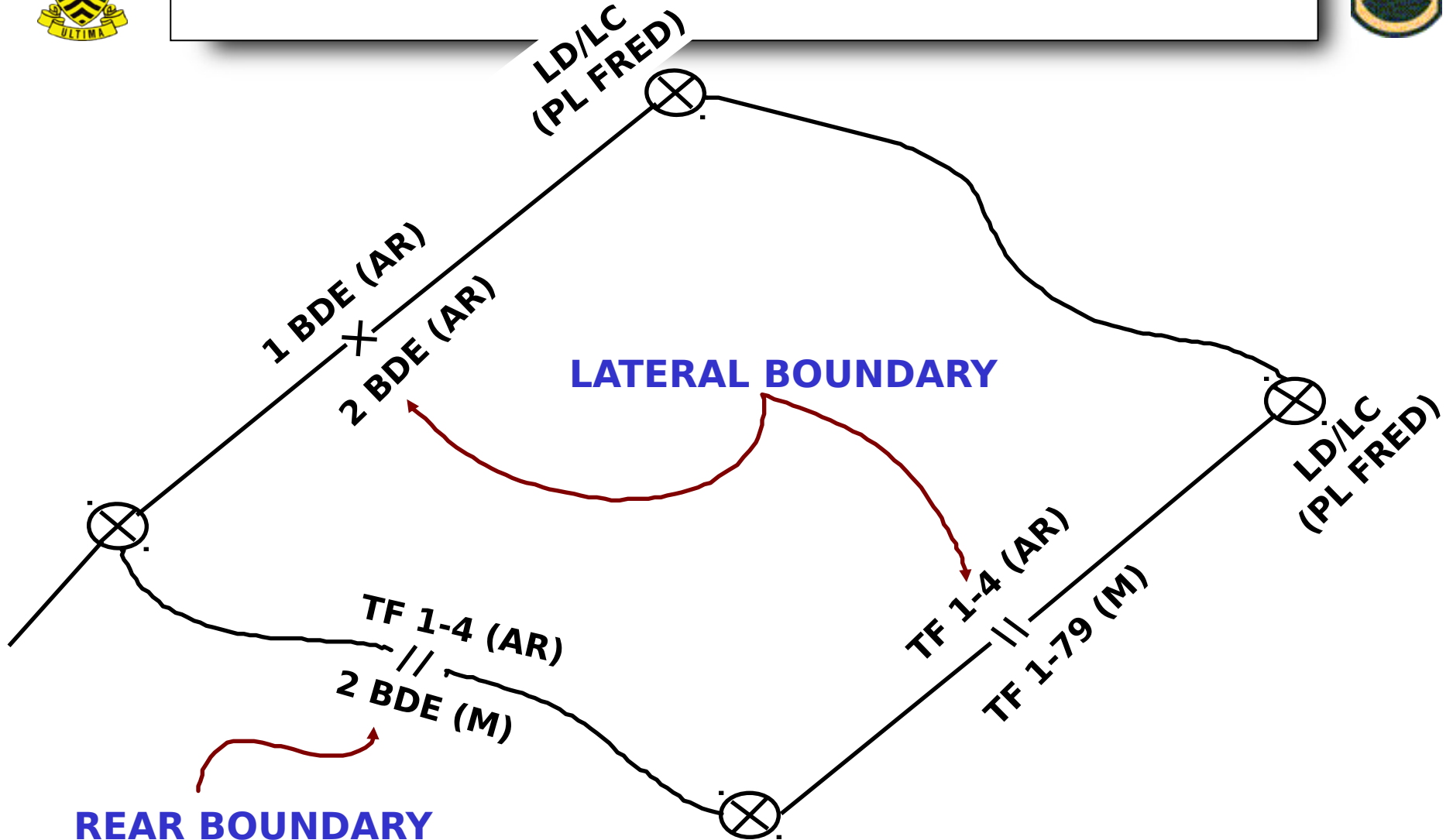
AREA OBJECTIVE (WOODS)



TO MAKE A WOODED AREA AN OBJECTIVE, ENCIRCLE THE ENTIRE GREEN AREA THAT REPRESENTS THE WOODED AREA.

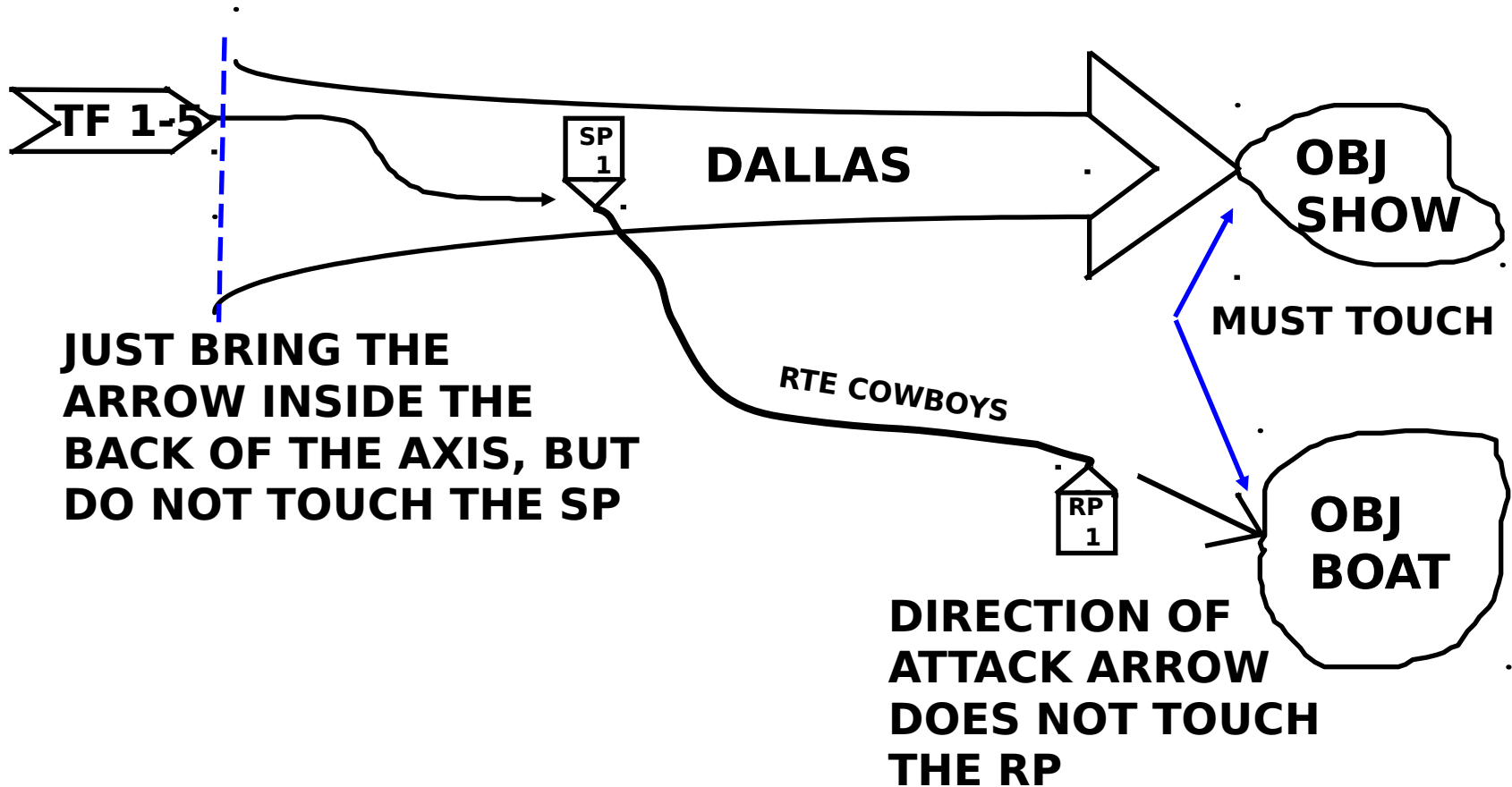


BOUNDARIES



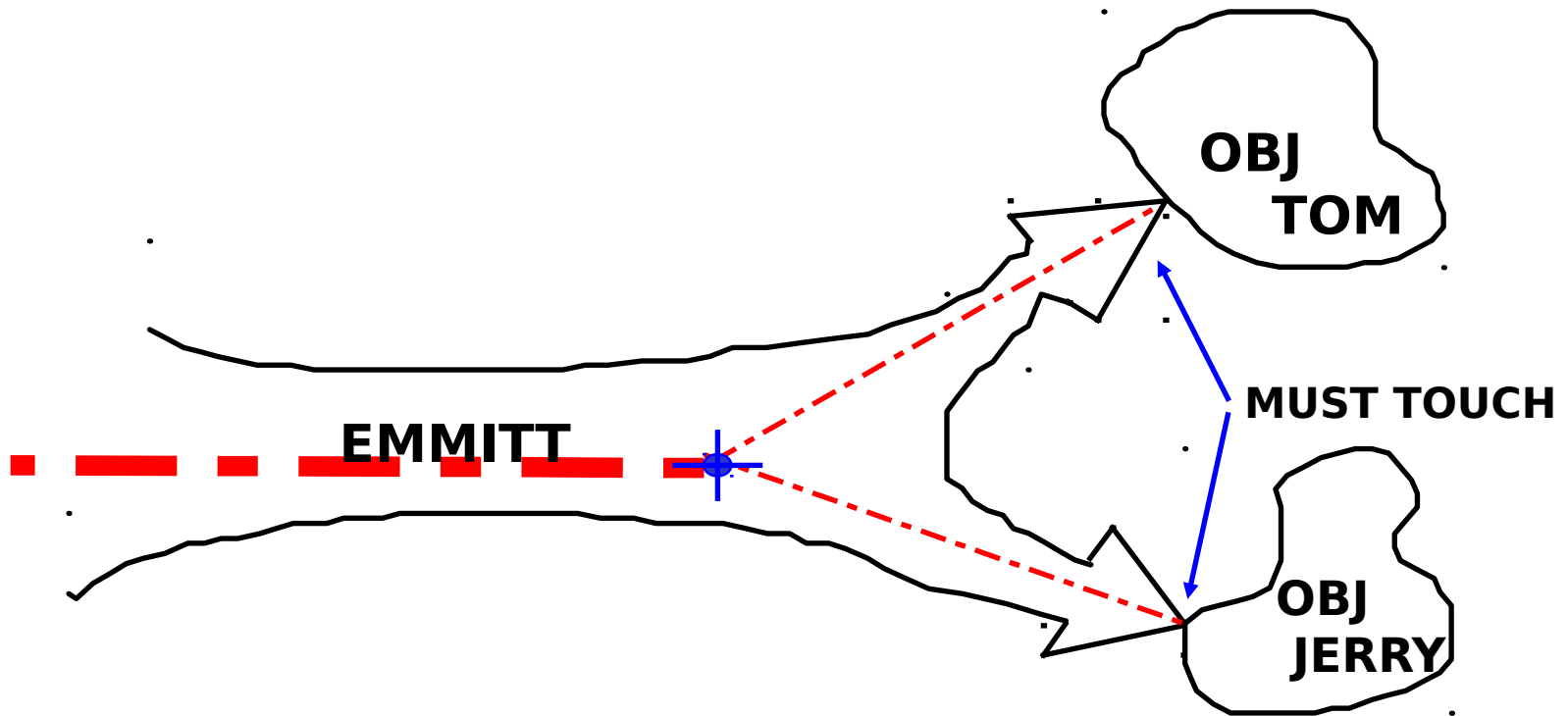


MOVEMENTS





MOVEMENT (DOUBLE AXIS)





FSCL, RFL, AND CFL



FSCL 52 ID (M)(B)
EFF 070700Z Oct 02

FSCL 52 ID (M)(B)
EFF
070700Z -
080700Z Oct

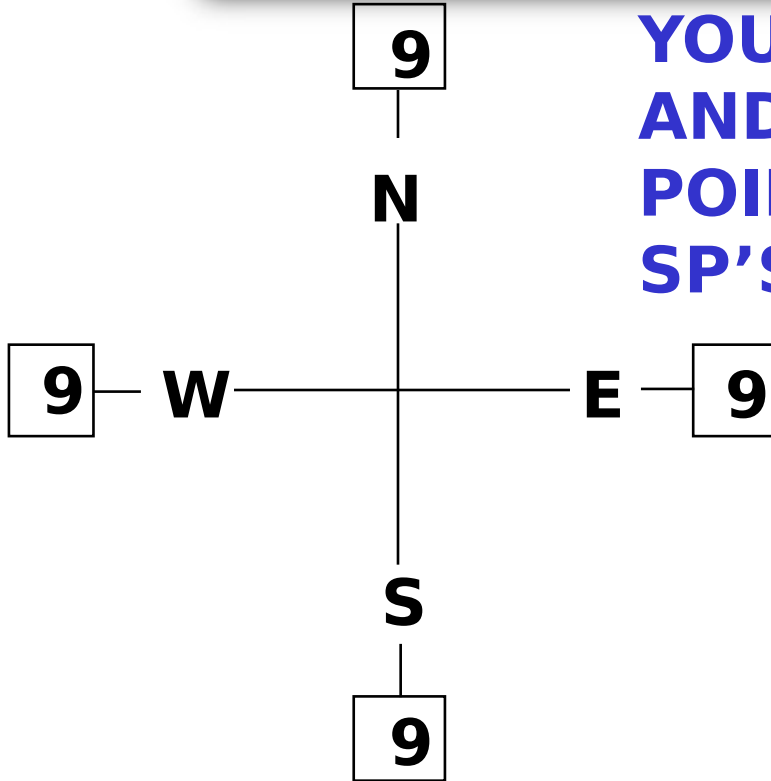
⁰²
**FSCL, RFL, AND CFL WILL HAVE ESTABLISHING HQ
AND EFFECTIVE TIME. TIME CAN BE EITHER A SING
OR DOUBLE ENTRY (WITH START AND STOP)**



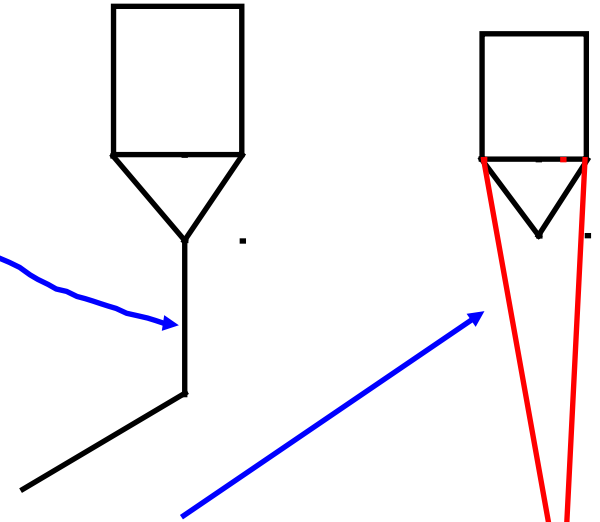
POINTS



**YOU CAN ADD STAFFS
AND EXTENSIONS TO
POINTS OTHER THAN
SP'S OR RP'S**



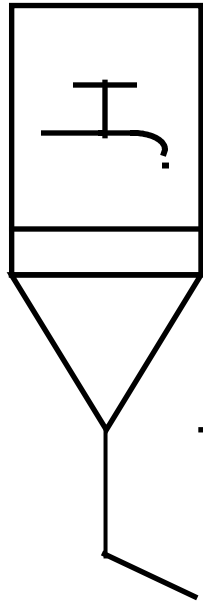
**YOU CAN NOT EXTEND
(BEND) THIS STAFF.**



**DO NOT OVER EXTEND
THE TRIANGLE ON THIS
SYMBOL**

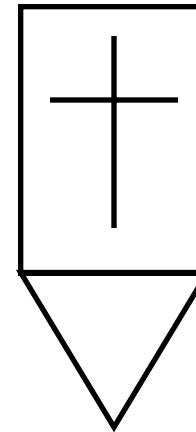


POINTS (CONT)



2 BDE

**WATER
DISTRIBUTION
POINT**



**GRREG
2 BDE**

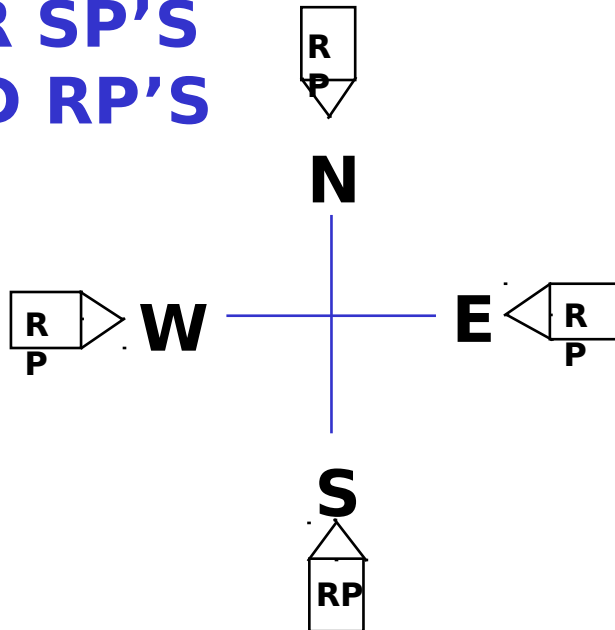
**GRAVES
REGISTRATION
POINT**



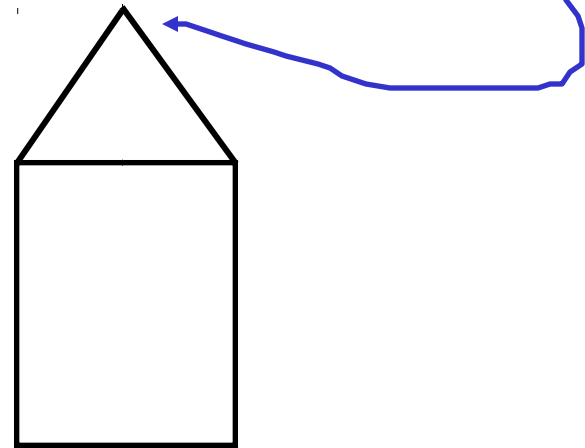
RELEASE/START POINTS



**FOR SP'S
AND RP'S**



**REMEMBER: THE ACTUAL
LOCATION OF THE POINT
IS THE TIP OF THE
TRIANGLE AT THE BASE
OF THE SYMBOL.**

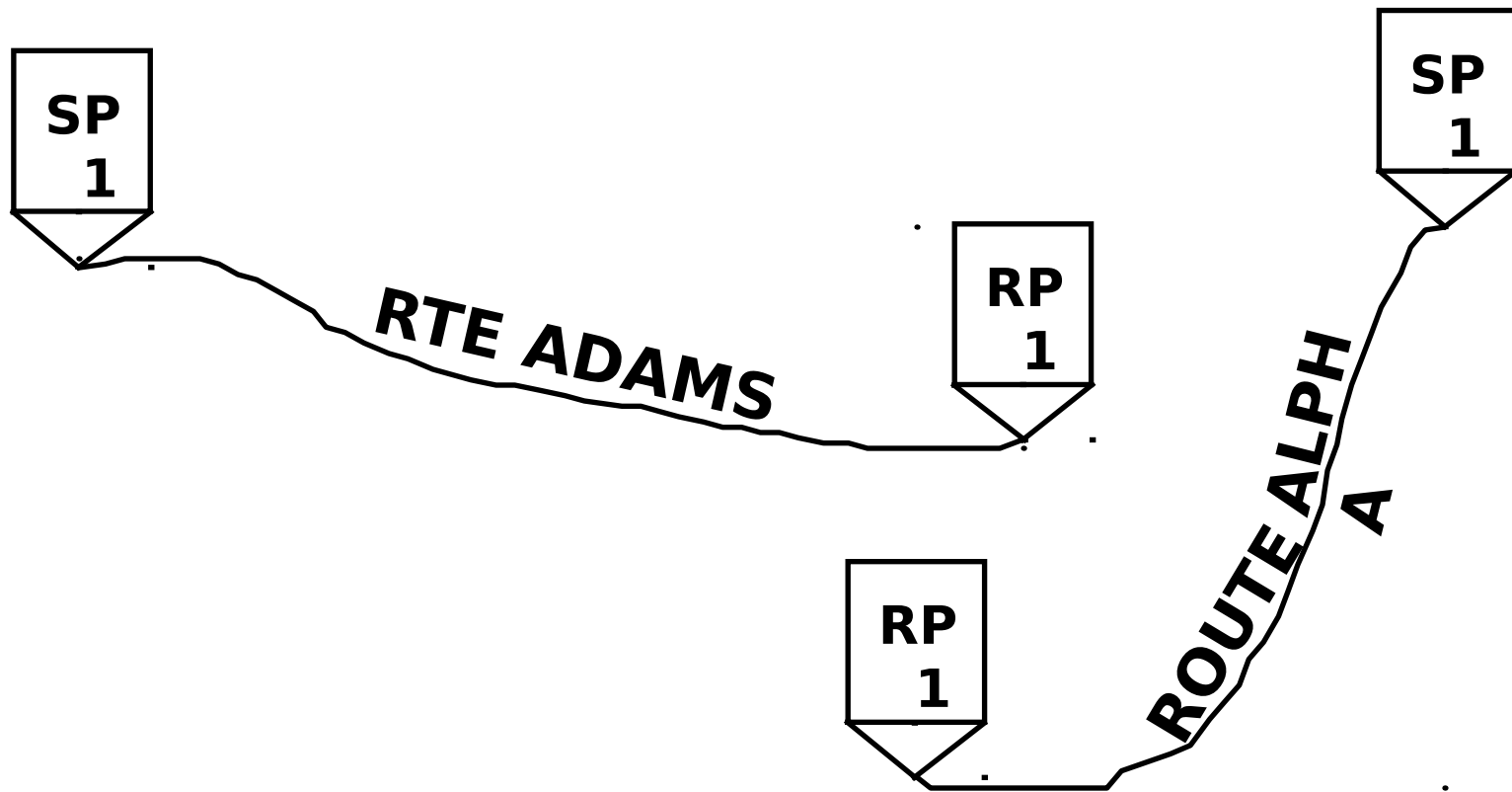




GENERAL ROUTES



ROUTE LABELS MAY TAKE TWO FORMS

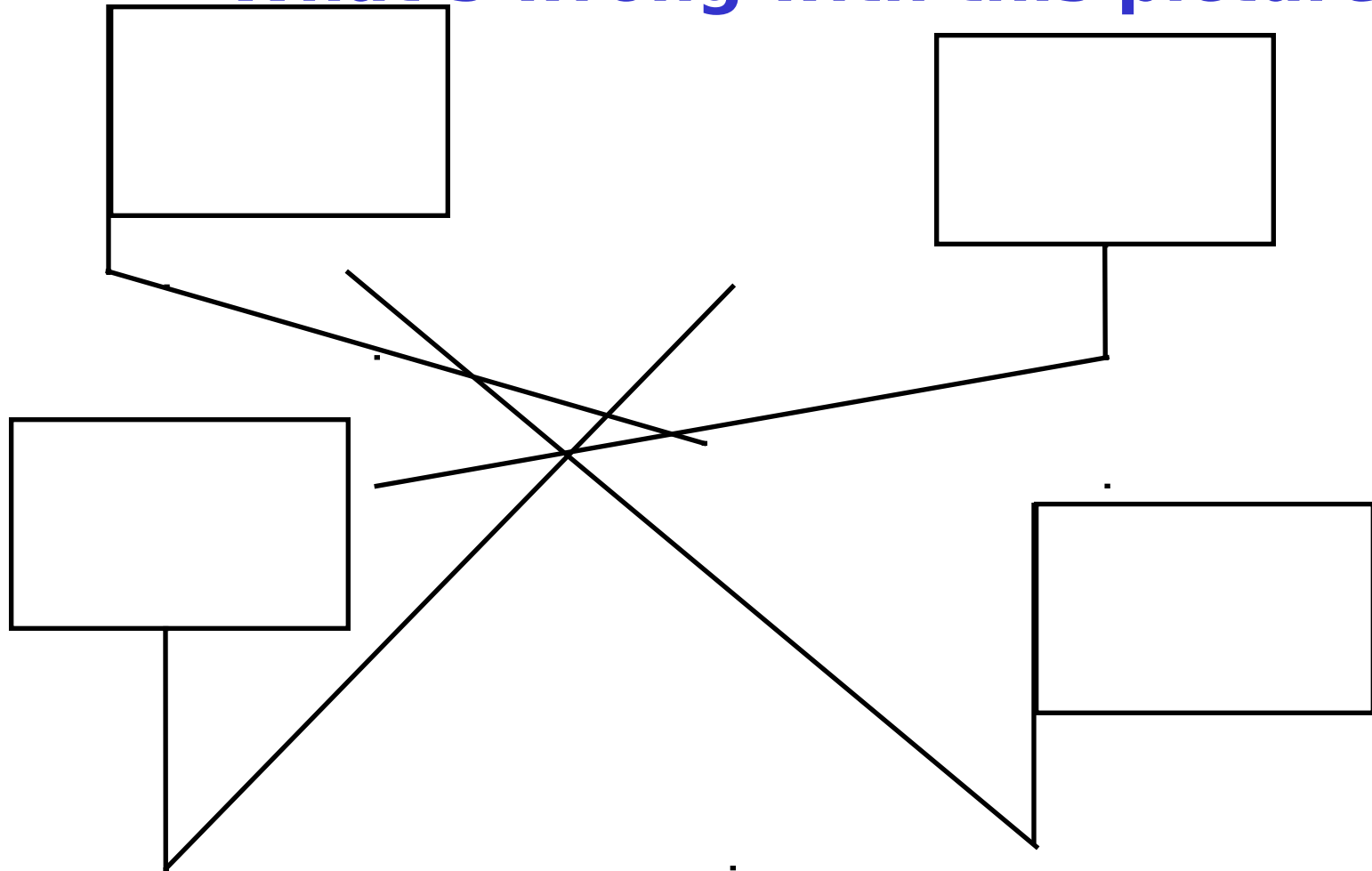




STAFFS AND EXTENSIONS

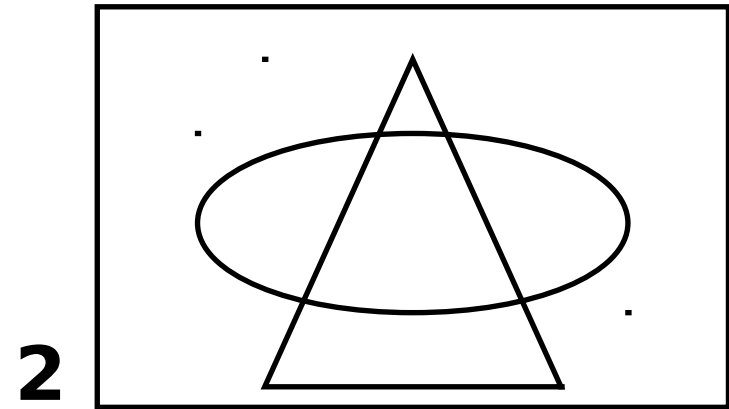
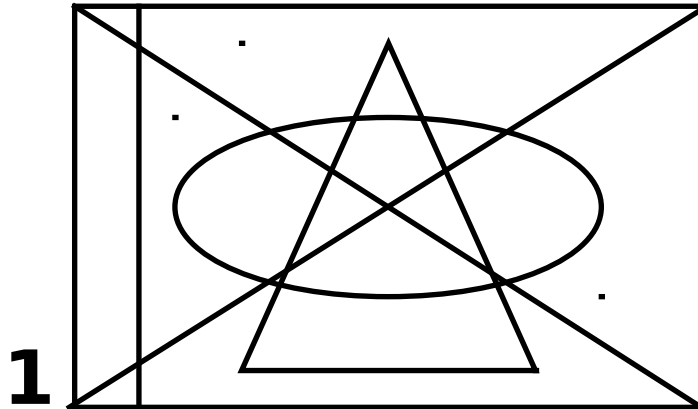


What's wrong with this picture?





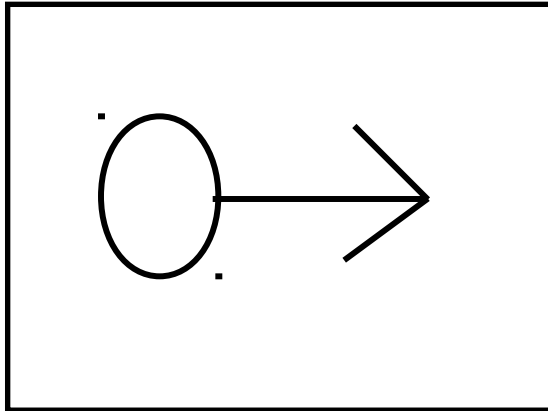
LP/OP



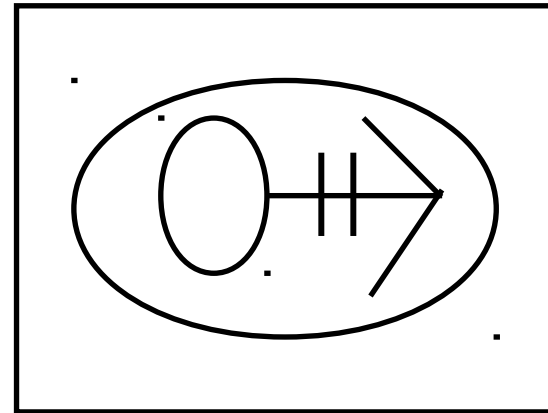
LP/OP field Alpha takes on the same designation as the parent unit with a triangle placed on top of that designation.



MORTARS



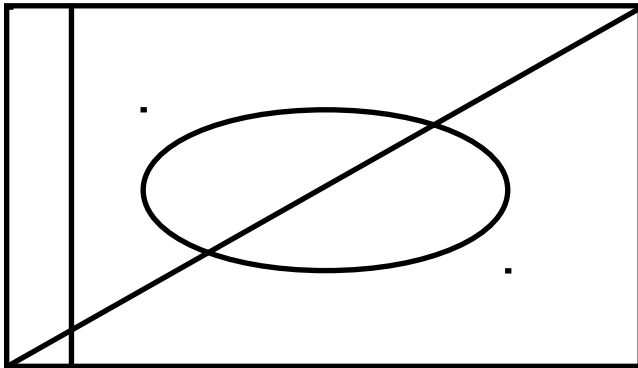
**1ST PLT A Co MORTAR
OTHER THAN
TRACKED**



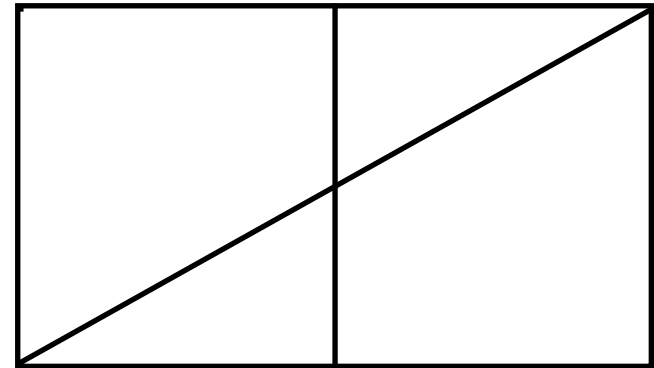
**2ND PLT C Co
TRACKED HVY
MORTAR**



SCOUTS



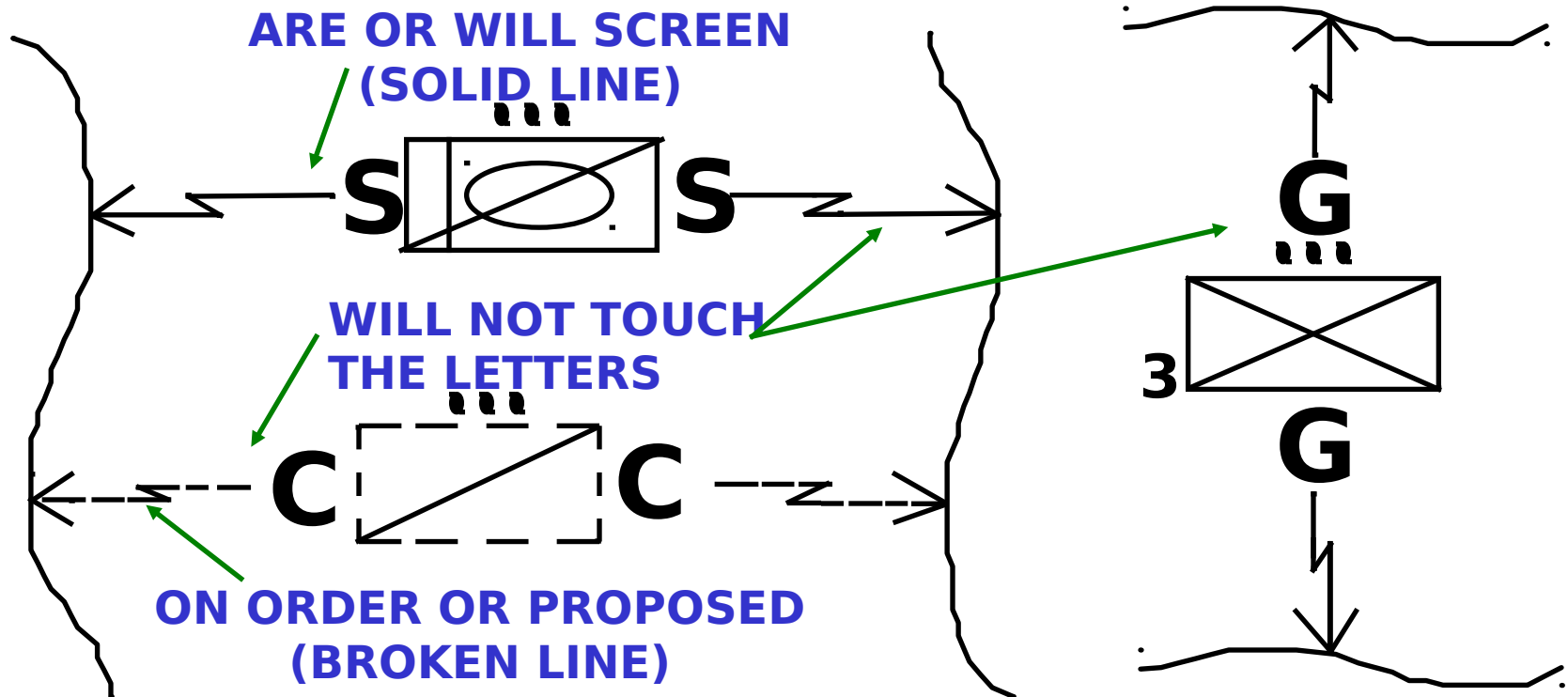
**SCOUT W /
IFV**



**MOTORIZED
SCOUT**



SECURITY



**S = SCREENING, C = COVERING, G =
GUARDING**